

Create your own Charge

In The Tapestry, students are paired with mythical animals who will be their charges and companions for the rest of their lives. In the book, the animals choose the students. Max was chosen by Nick, the lymrill. It is difficult to describe a mythical animal—until you organize.

Nick the lymrill

Head of	Body of	Other aspects	Magical properties/skills	Where it's from
Otter	Porcupine and otter	Bear claws and rattlesnake tail	Eats rats and metal Quills have magical properties	The Black Forest (Germany)

Design your very own Charge. Think about how it looks, what powers it has, and how those powers will help you. Fill in the table to design your Charge.

Head of	Body of	Other aspects	Magical properties/skills	Where it's from

Write your own short booklet describing how to care for your Charge. Make sure to list what it eats, the environment it requires (lymrills live in trees), when it's most active (day or night), and anything else that is important to know.

Now draw your Charge on the back of this paper!